

CARRIER COMMAND - ATARI ST GUIDE

Before you load Carrier Command, you are advised to read the Mission Briefing. Once you have loaded the game, you should read through the Carrier Operations Guide, trying out the various sections of the Carrier, and familiarising yourself with its operational procedures, but first you should make a backup of the game and keep the original disk in a safe place.

MAKING A BACKUP COPY

Included on the Carrier Command disk is a special copier for making backups of the disk. You are advised to make a backup of the original disk, and always use the backup to play from.

To make a copy, you will need to go to the GEM desktop (either insert a disk which boots up in the GEM environment, or switch on the machine with no disk in the drive, and wait for about a minute). Insert the Carrier Command disk in drive **A** and double click on the **Floppy Disk A** icon, and then on **BACKUP.TOS**. From then on, follow the instructions contained within the program, and ensure that you have a blank disk ready. The copier will detect whether your drive is single or double sided.

LOADING INSTRUCTIONS

Insert the Carrier Command game disk in drive **A** and switch on the computer. After about five seconds the title picture will appear, and the game will load after approximately twenty seconds.

CONTROL DEVICES

Peripherals

Carrier Command supports both mouse and joystick control. The whole game can be played with the mouse, but if the joystick is preferred, the Space Bar is used to emulate the right mouse button. The joystick should be plugged into port 1, and the mouse into port 0.

The game initially has the mouse control selected. To select joystick control, simply move the joystick in any direction, and to reselect the mouse press the left mouse button.

Clicking

The concept of 'clicking' is important to comprehend when playing Carrier Command. When you are requested to click on an icon, press either the left mouse button, or the fire button if you are using a joystick.

COLOUR CODING

Atari ST Carrier Command uses the following colour coding for the three island alignments:-

Blue	Friendly island
Red	Enemy island
Green	Neutral island

COMPATABILITY

Carrier Command is compatible with all releases of the Atari ST machine with at least 512K of RAM and TOS resident in ROM. The game is only suitable for colour systems.

MUSIC

Users of Atari ST's with a double sided disc drive (e.g. the 1040 or Mega ST machines, or a 520ST with a double sided external drive) are able to listen to the Carrier Command soundtrack, which will automatically play if the game is left at the Front End for about twenty seconds.

CREDITS

Carrier Command was conceived by Clare Edgeley
Original design by Ricardo Pinto
Coding by Ian Oliver and Graeme Baird at Realtime Games Software Limited
Sound and disk routines by Andy Beveridge
Soundtrack composed and performed by Dave Lowe
Title screen, icons and box artwork by Herman Serrano